PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY
ESRB
SLUS-00353
MEGAMAN X3
CAPCOM

GREETINGS

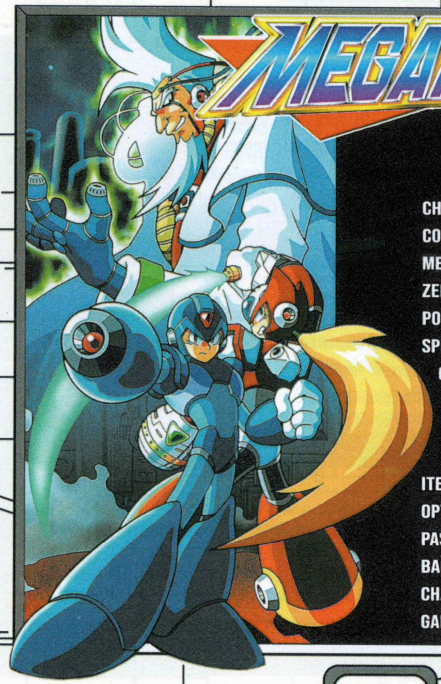
THANK YOU FOR PURCHASING THE PLAYSTATION SOFTWARE "MEGA MAN X3". BEFORE STARTING THE GAME, READ THIS "COMMENT" AND FOLLOW THE CORRECT USAGE. KEEP THIS "EXPLANATORY MANUAL" IN A SAFE PLACE. WE TAKE GREAT CARE IN THE PLANNING AND PRODUCTION OF OUR PRODUCTS, BUT IF YOU HAVE IF YOU HAVE ANY QUESTIONS OR OTHER PROBLEMS, LET US KNOW. PLEASE NOTE THAT WE CANNOT ANSWER QUESTIONS ABOUT GAME CONTENT.

PROMISE

"MEGA MAN X3" IS A VIDEO GAME ORIGINALLY PRODUCED BY OUR COMPANY (CAPCOM), AND THE COPYRIGHT, INDUSTRIAL PROPERTY RIGHTS AND OTHER RIGHTS RELATING TO THIS WORK AND PRODUCTS ARE OWNED BY CAPCOM CO., LTD.

"MEGA MAN X3" IS AN ORIGINAL GAME PRODUCED BY CAPCOM CO., LTD. CAPCOM CO., LTD.
ALL COPYRIGHTS, TRADEMARKS AND OTHER INDUSTRIAL PROPERTY RIGHTS RELATING TO THIS GAME ARE RESERVED.

SLUS-00353



CONTENTS

CHARACTER INSTRUTIONS..... 2
CONTROLS..... 4
MEGA MAN X ACTION..... 6
ZERO ACTION..... 8
POWER UP EQUIPPING PARTS..... 9
SPECIAL ACTION..... 10
OPERATE RIDE ARMOR..... 12
START THE GAME..... 14
HOW TO READ..... 15
WEAPON..... 16
ITEM..... 18
OPTIONS..... 19
PASSWORD..... 20
BACKUP..... 21
CHARACTER INSTRUCTION..... 22
GAME STRATEGY TECHNIQUE..... 26

MEGA MAN X

The main character of the story. Need to destroy the Reploids (Irregulars) the Mavericks, they harm humans: X takes a dilemma of not destroying the Mavericks because of his meaning and mission to protect peace. He serves as the captain of the 17th elite unit of the "Maverick Hunters".

ZERO

A special A-class Maverick Hunter who is X's good supporter, best friend, and rival. He once had a suicide attack and was wrecked in a battle with Sigma, but after that he made a miraculous resurrection, and now he is active with X as the captain of the 0th Special Forces.

DR. CAIN

An authority on robotics in the 22nd century, he has succeeded in developing "Reploids", robots that are as close to humans as possible. He is now teaching every day as the founder of the Maverick Hunter. He supports X from the shadows, hurting his heart with the Sigma that he created himself.

DR. DOPPLER

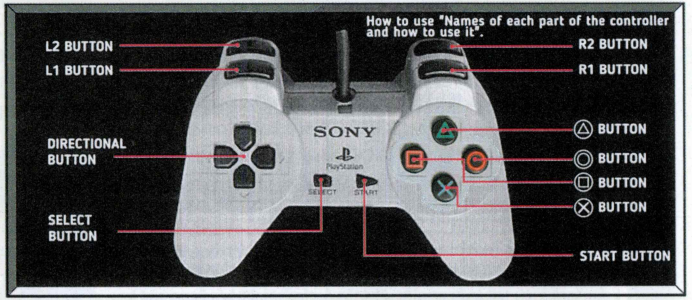
A Repliroid developed to support a human scientist, he has perfected an antibody virus that destroys "Maverick". However, when he started studying a certain computer program, his behavior began to change. And finally...

NIGHTMARE POLICE - BIT AND BYTE

A Police Reploid created by Dr. Doppler as a reference for excellent Reploids from all over the world. With Dr. Doppler's sudden rebellion, they also took their toll on humanity. And the doctor's right-hand man and he are in charge of the irregulars in various places.

VILE MK-II

Originally, he was an A-class hunter of the 17th Elite Unit of the Maverick Hunter, 23 rebelled with Sigma, and was supposed to have been destroyed by X... but for revenge, he revived from the depths of Hell. For the time being, he stands in his way again, trying to achieve the second goal.



START BUTTON

GAME START
Used when starting the game.

WEAPON
Used when changing to the weapon selection screen from the action screen. (See Page16) Also used when deciding on a weapon.

SELECTION OF EACH MODE
Title Screen, Weapon Selection image quality, optional items, Selection Game Stage Selection Screen, Pass Word screen selection used to move cursors.

PLAYER MOVEMENT
It is used to move the player left and right, descend ladders, descend while sliding or holding on to walls, dash, etc.

□ BUTTON

ATTACK
Used when shooting weapons and special weapons.

SUB-TANK
Used when selecting a Sub-Tank on the weapon selection screen.

PASSWORD
To advance of number where the is on the password screen.

× BUTTON

JUMP
Make the player jump
It is used when wall kick.

WALL KICK
Of the wall when aprpoaching the wall. Draw with a question key in in between.

LADDER
Holding the ladder, you can let go of the ladder and lower it.

CANCEL PASSWORD
Used to return to the title screen is displayed.

○ BUTTON

DASH
Use for dash.

PASSWORD
Use it to hide the math where the loop is.

SELECT BUTTON

SAVE/LOAD
The password screen, move to the save/load execution it is used when.

L1

WEAPON SELECTION
Change weapons.

R1

R1 BUTTON

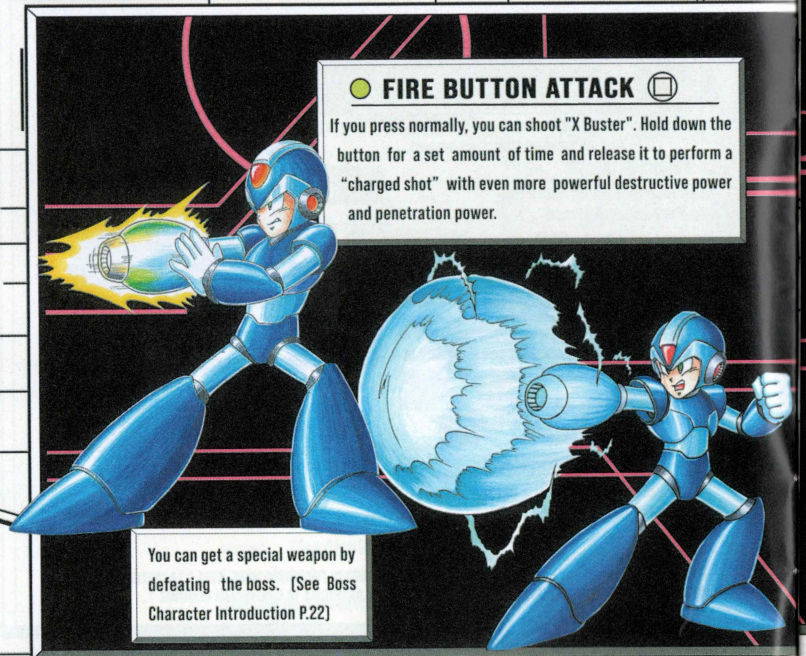
WINDOW SWITCHING
Selection screen, change the status screen and Zero communication monitor the switch.

* △ BUTTON AND L2 / R2 BUTTON ARE NOT USED.
* THIS BUTTON LAYOUT IS THE DEFAULT SETTING AND CAN BE CHANGED IN THE OPTION MODE. (SEE P.19 "OPTIONS".)
* THIS GAME IS FOR ONE PLAYER ONLY. CONNECT THE CONTROLLER CORRECTLY TO CONTROLLER TERMINAL 1.

FIRE BUTTON ATTACK □

If you press normally, you can shoot "X Buster". Hold down the button for a set amount of time and release it to perform a "charged shot" with even more powerful destructive power and penetration power.

You can get a special weapon by defeating the boss. (See Boss Character Introduction P.22)



SLUS-00353

JUMP BUTTON/WALL KICK ✕

You can adjust the darkness of the jump depending on how long you hold the button down. If you're in the air and a wall is very close to you, you can press the X button to perform a Wall Kick. Kicking a wall allows X to jump higher.

You can also fly further by pressing the X button while holding down the panel button.

DASH BUTTON ○

Press the ○ button while on the ground to run. You can adjust the dash distance according to how long you hold the button down. You can also run by pressing the left or right arrow key twice in a row.

ZERO ACTION BUTTON

CHANGE TO ZERO

Press the R1 button at the weapon selection screen and select "Zero Comm Monitor". Zero is displayed on the communication monitor, press the button and if there is a need for more power, you can call it with the start button and change it.

CONTROLLING ZERO

Zero operation is basically the same as X. Press the ▢ button for "Zero Buster", keep pressing and release and a more powerful charge shot "Hyper Zero Plus" can fire. The Hyper Zero Blaster's potency changes depending on how long you press the button, but when you charge it to the maximum level...

THE STRONGEST! LIGHTNING SABER!!

When playing with zero, you can switch to X by the same operation. Also, when the zero life meter reaches 0, it will forcibly change.

CAUTION

- Changing to zero can only be done once per stage.
- No, Zero cannot pick up items other than life energy. It cannot.
- Zero cannot be used again if it runs out of lives or falls.
- Zero cannot be used in the stage boss fight.

POWER UP BY ATTACHING PARTS

By entering the "Parts Capsule" hidden somewhere in the stage, Mega Man X can transform his face, chest, and legs. This way one of the pieces will be installed.

ARMS PARTS

Fires two consecutive more powerful "Touble Charge" charged shots. It has the ability to generate a "Cross Charge Shot". Additionally, there are special weapon loads.
You will be able to shoot. (See page 10)

HEAD PARTS

They are the "Item Radar" and "Item List" that have an ability to help you find the hidden items in each stage.

(See page 11)

BODY PARTS

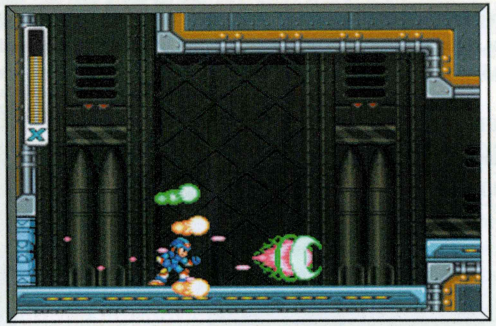
Equipped with the "Defense Shield" function that generates a defensive field when attacked by an enemy and reduces damage.

ARMS PARTS

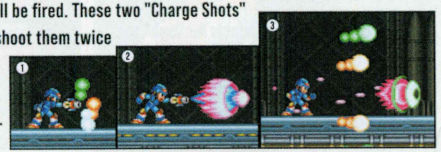
Equipped with the "Variable Air Dash" ability, which allows you to dash left, right or up, even in the air. (See page 11)

ENERGIZE MORE
SOMEWHERE ON THE STAGE,
AIM NOW
THERE APPEARS TO BE SOMETHING HIDDEN THAT ALLOWS YOU TO LEVEL UP YOUR PIECES.

CROSS CHARGED SHOT



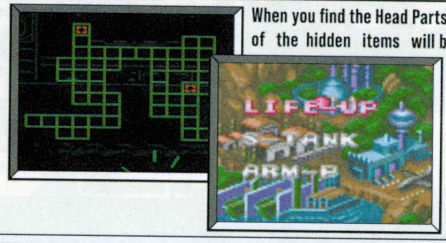
If you press and hold the fire button and release it, one shot (picture ①) will be fired, and if you press it again, two shots (②) will be fired. These two "Charge Shots" have different speeds, so if you shoot them twice with good timing, you will get even more powerful "Cross Charge Shots". (③) can be done.



VARIABLE AIR DASH

You can AirDash in one direction by pressing the panel button in the air or by inputting 2 consecutive keys to the left and right of the Wankai key. Air Dash can be done by pressing the Dash button while pressing the top key. However, you cannot perform an air dash from a dash jump.

ITEM RADAR AND ITEM LIST

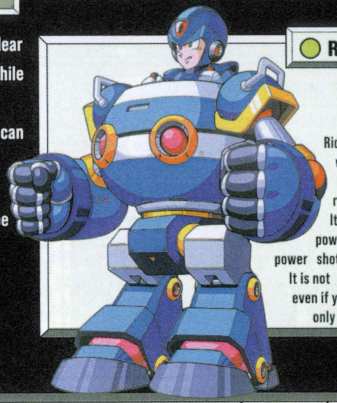


When you find the Head Parts, you will be able to see the location of the hidden items will be shown on the map radar at the beginning of the level. You will also see a list of hidden CHANGE items on the stage selection screen. Items that X has not obtained are displayed inred and items that have already been obtained are displayed in white.

If X finds a new Ride Armor in research and development somewhere on the stage, he can use it as an "X exclusive Ride Armor". X can be approached by overlapping the walking armor and the body. (You can exit the walking armor with the directional key + jump button.)

Yes, you can summon the Ride Armor obtained from the "Ride Armor Transfer Equipment" in each stage. Enter the transfer device, select Ride Armor and summon it with the fire button. (Cancel with the jump button.)

X is a knight! X is a Ridear He takes no damage while riding on Armor. Her damage in Ride Armor can be healed with a Ride Armor Transporter. However, she cannot be summoned until the stage or he emerges, as her Ride Armor has been completely destroyed.

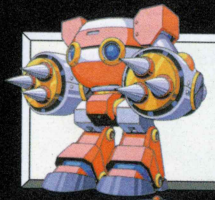


RIDE ARMOR FOR X

CHIMERA

Ride Armor damage can be restored with the Ride Armor Transfer Device and you will be able to recover it until you exit this stage. It is also possible to perform a powerful punch attack with the power shot button and run like an X dojo. It is not possible to summon Ride Armor even if you enter the transfer device with only deformed parts.

By obtaining Ride Armor transformation parts hidden on the stage, you can transform "Chimera" into Ride Armor of various forms and abilities. The armature transformation is done with a transfer device.



TRANSFORMATION PART "K"

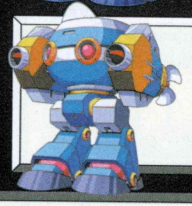
KANGAROO

Wear armor that emphasizes attack power.
Increases punch attack power.
If you hold down the button, it will become stronger and further away.
You can cast "Spinning Claw", which is also useful for ranged attacks.

TRANSFORMATION PART "H"

HAWK

Flight skill-oriented Ride Armor
Holding the jump button shoots vernier to increase flying distance
You can also fire the missile with the fire button.



TRANSFORMATION PART "F"

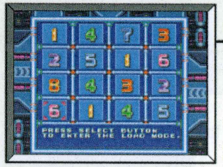
FROG

Amphibious Ride Armor. Only
It can be active underwater.
Pressing the dash button underwater
You can do up to 6 underwater jumps with your best friend.

HOW TO START THE GAME

GAME START

On the title screen, select GAME START with the directional key and press the Start button to start the game. After clearing the opening stage, the stage selection screen will appear.



CONTINUE THE GAME

If you select CONTINUE and press the Start button, the password entry screen will appear. If you enter the password or load data and start playing, you can continue playing where you left off. (See P.20 Password and P.21 Backup)

OPTIONS

Select OPTION MODE and press the Start button to display the OPTION screen. Here you can rearrange the buttons and choose sound settings. (see options section on page 19)

Press the Start button while the demo is displayed to return to the title screen.

HOW TO READ THE SCREEN

INTERNSHIP SELECTION SCREEN

①CURSOR

Place the boss's face or use the button to move the cursor. The game will begin.

②ITEM LIST

Stage data can be displayed. This item list will appear when you purchase the helmet item.

③GENERAL MAP

A map of the entire stage will be displayed.

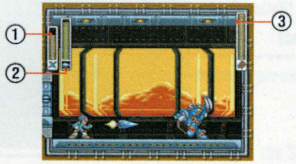
④INTERNSHIP

An important part of the boss phase is the detail on the map.

⑤???

Defeat all 8 bosses...

ACTION SCREEN



① VITAL ENERGY METER

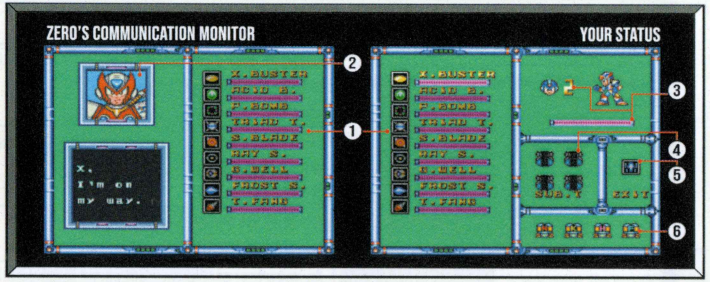
X's remaining energy is displayed.

② WEAPON POWER METER

Shows the remaining energy of the weapon you are currently using.

③ BOSS POWER METER

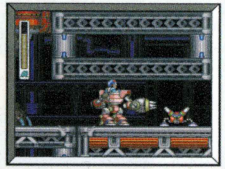
Displays the boss's remaining energy.



If you press the start button on the action screen, the weapon selection screen will appear. On the weapon selection screen it is possible to select weapons, change zero, use escape units and Sub-Tanks.

L1 BUTTON AND R1 BUTTON

To toggle between zero and status communication monitor, press the L1-R1 button. (Button can be changed in options)



HOW TO VIEW THE WEAPON SELECTION SCREEN

①WEAPONS DISPLAY AREA

You can transfer the weapon by moving the cursor to the weapon to be used with the direction key.

②ZERO COMMUNICATION MONITOR

If zero is displayed on this monitor, you can change it to zero. When working with zero, it becomes a Communication Monitor with X.

③SHOWS YOUR LIFE ENERGY AND REMAINING NUMBER OF LIVES

④SUB-TANK

The amount of energy in the subtank is displayed. Move the cursor to the subtank and press the fire button to use it.

⑤ESCAPE UNIT

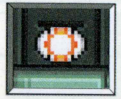
It's an emergency escape device. If the stage has been cleared once, you can use this to return to the stage selection screen

⑥RIDE ARMOR PARTS

Shows the Ride Armor and the parts you obtained.

*Press the Start button again to return to the action screen.

Items can be obtained by defeating enemies or located in levels.



VITAL ENERGY (ONLY THIS ITEM ZERO CAN GET.)

X's life recovers 8 for the large container and 2 for the small one.

WEAPON ENERGY

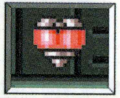
The energy from the weapon equipped by X recovers 8 bars for large containers and 2 bars for small containers. When the equipped weapon's energy is full or when no special weapons are equipped, the weapons displayed at the top of the weapon selection screen will be fully restored.

1UP

Increases X's remaining number of lives by one.
(Up to 9 lives can be added.)

SUB-TANK

When Mega man When opening the weapon selection screen and using a subtank, Kilife recovers 1 scale per scale. The Sub-Tank will not run out even if you use it.



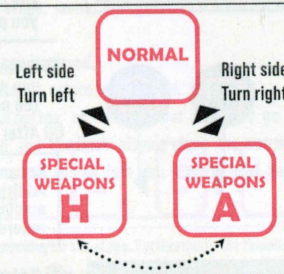
HEART TANK

X's life meter extends a bit.

HOW TO CHANGE THE BUTTON LAYOUT

You can change by moving the cursor to the location you want to change and pressing the button or pressing the left arrow key button.

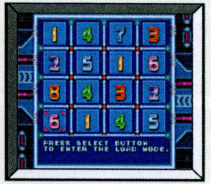
On the action screen, selecting SELECT-L SELECT-R is used to switch weapons and corresponds to turning left and right, respectively. You can also press the SELECT-L and SELECT-R buttons at the same time on the action screen to return to X-buster (normal shooting).



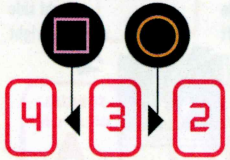
SOUND MODE

Press the left and right direction keys to select, it can be changed to stereo or mono. Choose according to your TV.

PASSWORD SYSTEM

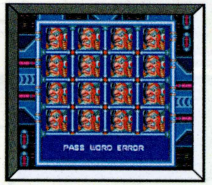


- Password screen after game ending and stage completion a warning is displayed.
- Passwords can be recorded by steps completed and items you found.
- Even if the device is turned off, if you enter the password, you can continue playing the game since the last time you played.



- When entering a password, move the cursor to the number you want to change and press the □, ○ button to change the number.
- After entering the password, press the Start Button.

Depending on the stage, recording may not be possible. Additionally, the number of remaining players and the amount of energy stored in the Sub-Tank cannot be recorded.



- If the password is incorrect, an error sound will sound.
- To return to the title screen, press the ⊗ button.

However, this game may record game progress using a password method or backup method.

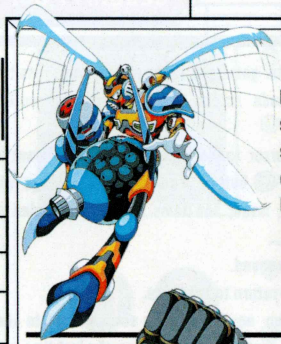
SECURITY COPY

- Password displayed after game and stage completion Press the select button on the mode screen to go to the save execution screen.
- When you move the cursor to the location where you want to save and press the □ or ○ button, a confirmation message will appear. Record the stage, issue, and items that were excluded at that point.
- A total of 3 data can be saved.
- Press the ⊗ button to return to the game.
- Press the select button on the resume screen to go to the loading run screen and continue playing since the last time you played. Move the cursor to the data you want to load and press the □ or ○ button.

As with passwords, saved data may not be recorded depending on the stage. Furthermore, the remaining number of players and the amount of energy stored in the Sub-Tank cannot be registered.

When finishing the game, be sure to make a note or save it.

You need 1 block of free space to save data for this game. If you press the power button or reset button, or remove the memory card while saving or loading data, the saved data may be destroyed. Also, if you save to a location with data, the previous data will be gone.



BLAST HORNET

FLYING SHADOW NINJA

Blast Hornet was a vice-captain of the 1st Special Forces and served as Zero's aide, but is also one of the casualties who suddenly turned Marverick. Her power isn't that great, but her experience as an irregular hunter and aerial attacks with small bee bombs make up for it.

Parasitic Bomb

It is a special pump equipped with a computer. Depending on the enemy it comes into contact with, it will display various abilities.

BLIZZARD BUFFALO

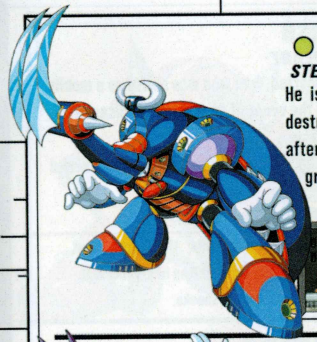
SILVER SNOWMAN

A Reploid for ski resort maintenance. It is made to be active even to an absolute degree and is suitable for cold climates.

Not excellent. It charges forward with tremendous force, crushing the enemy with its huge body, and the power of its attack is truly a threat.

Frost Shield

Fires frozen bullets. If it hits an enemy or a wall, it will turn into a climax and deal damage to the enemy it touches.



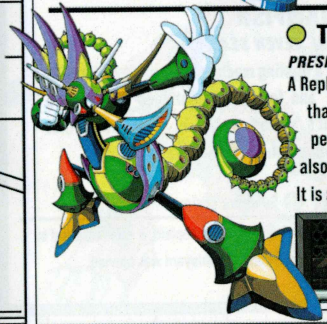
GRAVITY BEETLE

STEEL REVENGER

He is the younger brother of "Boomer Kwanger" who was destroyed by X. He bombs airports around the world in the air after leaving the Hunter base, but his natural ability to control gravity and manipulate black holes at will cannot be underestimated.

Gravity Well

Creates a small black hole that kills enemies engage in subspace.



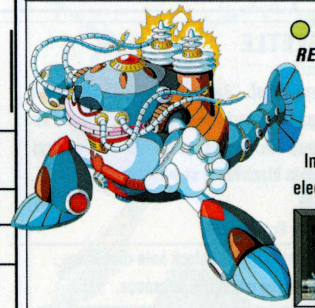
TOXIC SEAHORSE

PRESIDENT OF THE WATER DRAGONS

A Reploid made of liquid metal who plots to overwhelm the dam that serves as the water source of a large city and threaten people's lives. In addition to freely manipulating water, it is also possible to assimilate into the sky and the ceiling. It is also a formidable guy who can do it.

Acid Rush

Fires a strong acid liquid. If he hits an enemy or terrain, he will explode as a splash. It cannot be used underwater.

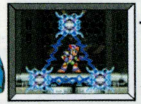


VOLT CATFISH

RESCUE POWER PLANT

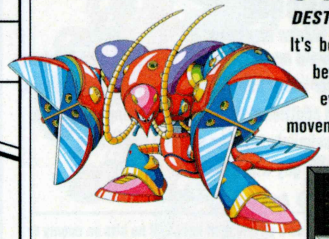
He was a kind-hearted man who was active as a mobile power station in the event of an emergency disaster. no longer has that face.

In order to defeat him, you must first break his powerful electric shield.



Triad Thunder

Three Bits surround the player and attack him by attacking him, firing high-powered electric shocks.



CRUSH CRAWFISH

DESTROYER OF THE SEVEN SEAS

It's been sealed as a fighting machine that can't distinguish between friend and foe, and continues to chop up everything that's sealed inside it. To stop that movement Destroy his mad train of thought.

Scissors shrimp

Although it was a Reploid, it was restarted by Kachi, and the shipyard was opened.

SLUS-00353

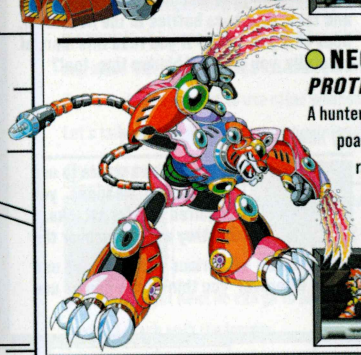
TUNNEL RHINO

SUBTERRANEAN BARBARIAN

A mining Reploid that collects the minerals that are the main source of energy for Reploids. He is a serious craftsman who is proud of his huge drill. He, who is a mammoth, has turned into a monster, acting only for his own sake.

Tornado Fang

Fires drill bullets that continuously damage enemies. It shoots very quickly. Destroying specific walls.



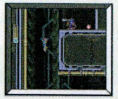
NEON TIGER

PROTECTOR OF JUNGLE

A hunter created to protect the few remaining wild animals from poachers. Because it uses sunlight as its energy source, its rapid movement is semi-permanent. In addition to that, he said that his finely-tuned claws had the destructive power to destroy the enemy with a single blow.

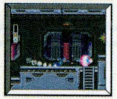
Ray Splasher

Aim the beat machine gun of light in front of you and shoot it in a flurry of light.



PURCHASE ITEMS!

In each of the 8 stages, vital items", part capsules and Sub-Tanks" are hidden. They are usually located in hard to reach places, so try to go to several places.



USE YOUR DASH EFFECTIVELY

Your power will be demonstrated by dodging enemy attacks or jumping further. In particular, if you can get past attacks that barely touch your face, you should be able to develop boss battles to your advantage. What is most effective is to prepare the dose in advance and then carry it while running. You can attack while moving forward and avoid enemy attacks. If you remember this, you should be able to contact the boss easily.

JUMP WITH DASH WALL KICK!

Wall Dash Wall Kick gives you a big jump even when you are stuck in the wall. If you master this, you can mobility has increased a lot. The method is to do it close to the wall. You jump button!!

FIND THE BOSS'S WEAK POINTS!

Each boss has a weapon they are weak against. Experiment and discover special weapons and take your boss battles to the next level. Does charging work? If you read this manual carefully, you will find hidden tips, too!?

HOW TO USE SPECIAL WEAPONS

It would be a waste to use the special weapons you acquired just for attacks. Destroy walls, discover the performance of various weapons and use them wherever you think they can be use ful!

MASTER SPECIAL WEAPONS

Depending on the location and enemy, such as inside, You can expect various effects! For example, Parasitic Bomb can have 3 different effects depending on the enemy it faces. I'll show you clearly!

① A single blow kills a weak enemy!

② Enemies with parasitic bombs can pass through!

③ In addition, depending on the enemy, you can manipulate the movements of other enemies and make them trade off against each other!

Try to find various ways to use other weapons. Let's talk. You might find your own strategy!?

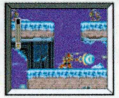
MASTER NEW ACTIONS!

Various new actions have been added this time. Real Air Dash is in the air. It's a great action that you can do right now! He can go to places where he couldn't reach with the jumper.

TRANSFER RIDE ARMOR

Dedicated with Ride Armor Transfer Device. If you summon the Ride Armor, his battle will become even more advantageous!

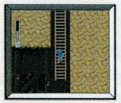
Each of the 4 types of Ride Armor has different performance, so let's capture with the best suit for each stage. For that reason, I want to get the modified parts as soon as possible.



PLEASE! ZERO

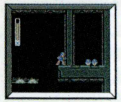
Although it cannot be used, it attacks enemies one after another with its powerful power. It's a good companion to defeat. His initial equipment X is still weak, so let's cooperate with each other and capture the stage while he's like him.

THE SECRETS OF POWER-UP PARTS



There are multiple power-up parts by installing the parts of Some have special effects. For example, ARM PARTS and BOOTS. By combining the two parts, You'll move faster.

INCREASE NUMBERS OF LIFE

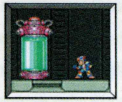


Good except for the opening stage. Clear the stage first. Then he went to the stage again and took 1UP. Furthermore, if he uses the escape unit to exit the stage and go the same way again, 1UP will respawn in the same place.

EARN ENERGY WITH ENEMIES

After defeating the enemy, he moves and puts the place out of the screen. And when he returns there, the enemy he should have defeated has revived. Some of the acids are easy to get items out of, so let's beat the load to earn life and weapon energy.

LET'S TEACH ONLY YOU HOW TO LEVEL UP YOUR PARTS!



Secret I will teach you more secrets only for you. Actually, some capsules give you "chips" that level up your parts. However, although he has four types of "chips", he can only have one type. Think about it before you get it.

CAPCOM Entertainment, Inc. 475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., 1996 © CAPCOM U.S.A., INC. 1996 AL RIGHTS RESERVED. MEGA MAN AND MEGA MAN X3 are trademarks of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The graphic part of this material was completely redone by retro x electronics, maru. The ratings icon is a trademark of the Interactive Digital Software Association.

Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation ™

CAPCOM®
www.capcom.com